# INTERPLAY ™

## the metagamer dialogues    no. 5



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# INTERPLAY™

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**JANUARY --- FEBRUARY 1982**

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## ART CREDITS

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## COMING NEXT ISSUE

Next issue will see a new TROJAN WAR™ designer's scenario, a TURKEYQUEST™ by Some Turkey, designer's notes for FIRE WHEN READY™ and an extensive expansion to the increasingly popular RAMSPEED™ galleys game.

Also, we'll have the usual slew of TFT™ stuff with a Chiten scenario, advanced wizard spells, the contest and other goodies. Ya'll are really pumping out the good TFT™ stuff now and we're glad to have it.

# coming distractions...

Metagaming got a lot done in 1981, much that gamers will never see. You saw the start of INTERPLAY, The Fantasy Masters' Guild and sixteen new game items. This was a move toward more direct conact with gamers. Sales for 1981 were up.

Also, our games went up a notch in quality. We've never put out a better group of games than in 1981. They may not all be best sellers but they are excellent play value buys. They are for the gamer who likes to PLAY games, as opposed to collecting, and not for mass market moms who want a name they recognize when buying at Gigantic Toy Store.

**In 1982** Metagaming will produce 18 or 20 new items. That will include 4-6 TFT Microquest items, 3-4 TFT Campaign Modules and Adventure Supplements, 4-5 new Microgames, 2-3 new Micro-histories, 3-4 new Metagames, 1-2 Metahistories and 1-2 new other items. Hopefully, the list will include a boxed, revised IN THE LABYRINTH and the start of our new future role-playing game.

The INTERPLAY response has been great. Only part of our INTERPLAY contact work is done and circulation is already two-thirds of projcted maximum. INTERPLAY was to be a limited circulation magazine, It is clear that it can triple readership in its current format.

In 1982 INTERPLAY will grow to about 48 pages. It may get a full color cover. What you want will count for a lot in our decision. A $2.00 cover price might be necessary in any event given the continuing inflation in printing charges. Please, let us know what you think. Staying with black and white covers and budget prices won't bother us.

Another possible 1982 project is a TFT magazine. This would have nothing but TFT stuff (well, we might sneak in ads for our other games). It would be full color, good paper, and with an adventure in each issue. It would also have an issue price of $4-

$5. At this point it is only an idea as a quarterly publication. Depending on what you want it could become a reality.

Elsewhere you'll see an ad for FIRE WHEN READY and ORB QUEST. These will be ready for shipping by mid-february.

ORB QUEST is a coninuation of the DEATH TEST series. In it your band now goes on a search for kindly old Thorsz. It makes fairly extensive use of ADVANCED MELEE, ADVANCED WIZARD and the Talents from IN THE LABYRINTH. This is the most advanced Microquest yet for higher attribute characters.

FIRE WHEN READY is a Micro-history about pre-dreadnought warship combat. It has basic, advanced and multi-player rules with six scenarios. Those of you who've been tempted by COMMAND AT SEA but not sure of that complexity level should give FIRE WHEN READY a play. The designer is a history professor and knows his facts. The game is fairly simple but retains a good 'feel' of the ships. It's the prefect inroduction to naval gaming.

You'll also soon see the first LAND BEYOND THE MOUNTAINS modules coming out of our agreement with Gamelords Ltd. They will publish some of these Campaign Modules with Metagaming publishing the rest. For Fantasy Masters short of campaign material this is just what you've been waiting for. The Gamelords people have really enjoyed TFT and have prepared some really fine material.

Since a new year is a time for planning get your comments in to us. Metagaming intends to serve our game customers with what they want, given that we feel comfort-able with a project. We won't try to be all things to all gamers. We want to be the favorite company among gamers who have a bit of play maturity and like games for their play value. HT

# TFT: UNICORN TREASURE HUNT UPDATE

As time passes more and more searchers contact Metagaming. I've had at least 30 contacts with people who were absolutely, positively, iron-clad certain that they know the Unicorn's hiding place. These aren't people wanting to pump me for clues. They are really sure they know where the Unicorn is.

Unfortunately, ALL of them, I mean ALL of them, who whould mention a location had a different place in mind. People are going off to search based on a hand-full of what they believe to be the key clues.

Apparantly some searchers feel a time pressure because the Dragon was found so fast. To repeat, this hunt is more difficult to figure out. It doesn't make good sense to spend money and take what may be a long trip based on hurried guesses. Of course, if that's what you WANT to do then good luck. It's your guess and your decision so at least be man, or woman, enough to be responsible for it.

Some have apparantly used poor judgement in their search effort. The rules state that you are in the wrong place if danger may be involved. Now, you might be in the right spot just as a tornado roars through. We don't mean acts of God danger, they can happen anywhere at anytime without reference to your activity. The Unicorn can be approached by someone on crutches if the ground wasn't too wet, albeit with a bit of extra effort.

When it comes to safety just remember the precaution. Don't be tempted to do something that might be risky because you think it will increase your chances for finding the Unicorn, it won't, not in the least. You're just wasting your time and energy.

Another development is the attempt by some individuals to obtain hints or clues. Be warned! All the clues are in the game. It can be a help to know the other TFT modules for background. It is just as easy to mislead yourself about the information you get, or think you get, from Metagaming. Enough on being sensible.

We also hear from searchers who are having a hell of a lot of fun. They take their search in the spirit of Etherion's hope for some good experiences. This group will have good memories for life. The ideas, search and story line are, for them, an enjoyable diversion.

I'm convinced that some of those who will eventually benefit most are Seekers who never go look. For some the treasure hunt is something that started them thinking in new ways. They've used it as a way of thinking about things entirely different from money.

In some ways the treasure hunt has not been a positive thing for gaming. It has served as a greed focus for a few. The intent was not to spark greed but to give gamers some fun with a real treasure hunt.

The vast majority seem to take the hunt for the fun intended. I feel sorry for those who only see the money and turn their efforts into a negative experience. Most take it for one of life's diversions that might bring a 'pot-of-gold' if they are lucky. They latter group 'wins' either way.

Some runes were inadvertently published in a previous INTERPLAY that read something to the effect that the dragon finder was closest. This was done by the editor without the designer's knowledge. That editor doesn't know the Unicorn's location.

There is no way of knowing who is closest. No comment about who is closest will ever be made by Metagaming. It would be unfair to everyone but the person who was mentioned since he's the only one who'd have his hunch confirmed. We apologize for the runes having appeared and hope no one gave up their search because they thought it was all over.

Well, that's it from here, the 122nd day of the Unicorn as this is written. And, a thanks to all those who've written with their comments. The spirit of Etherion, Xenon and Miri is alive. HT

# TFT: PHYSICKER REVIVAL

## By Don Rollins and John Sullivan

A player character can die from many different things, wounds, magic, fire, falls, the list is endless. And in the end, there is left a lifeless lump of clay, awaiting disposal...but not always, not to a Physicker.

Physicker Revival is not a return from the dead, rather, it is an escape from it. In THE FANTASY TRIP, when a character reaches 0 strength, they are considered dead for all practical purposes, a Physicker knows different. A Physicker knows that when a character dies, that if the body can be reached fast enough, and the heart start beating again, death will not claim that character.

For game purposes, Physicker Revival is treated as follows. The Physicker(s) working on the body, must roll their combined Dexterity and Intelligence or less on 6 dice. This is modified by the following:

EXAMPLE:
Arrod's ST is reduced to 3 below 0; he is effectively ST-3. He has been dead over 1 minute, but less than 5 minutes by the time Marissa gets to him. Marissa is a Master Physicker, with a 14 IQ and a 10 DX. She decides to use her last Healing Salve, to better her chances.

The roll is-
| | |
|---|---|
| 6 dice | The Basic Roll |
| +3 dice | Arrod is 3 ST below 0 |
| +1 dice | Arrod has been dead over a minute |
| -1 dice | Marissa is a Master Physicker |
| -1 dice | Marissa is using a Healing Salve |

6+3+1=10-1=9-1=8.
So Marissa must roll 24 (IQ:14+DX10) or less on 8 dice to revive Arrod to ST:1.

| | |
|---|---|
| Figures ST is at 0: | none |
| For every ST point below 0: | +1 die |
| Figure is a Dwarf, Hobbit or Reptile man: | -1 die |
| Master Physicker working alone: | -1 die |
| 2 Physickers working together: (Average their DX & IQ) | -1 die |
| 2 Physickers, 1 is a Master Physicker: | -2 dice |
| 2 Master Physickers, working together: | -3 dice |
| Figure dead less than 12 turns (1 min.): | none |
| Figure dead over 1 minute, but less than 5 minutes: | -1 die |
| Figure dead over 5 minutes, but less than 10 minutes: | -3 dice |
| Healing Salve used (up to 3 Salves maximum) | -1 die each |

Once the figure is raised to ST:1, any further healing of wounds must come from Healing Potions, Salves, or come from resting. If the figure who was revived has lost some of their ST from Fatigue, that ST is regained at a rate of 1 ST every 15 minutes.

Any figure raised through Physicker Revival, must make a 4 die ST roll, to avoid losing 1 ST point permanently. This lost point can be regained through experience.

Any figure revived, who was dead over 5 minutes, loses 1 IQ point for every minute they were

dead, over 5 minutes. These points can be regained through experience.

If a figure is dead over 10 minutes, they cannot be revived with Physical Revival.

The revival roll may never be lower than 4 dice. If the revived figure is moved more than 3 megahexes, they must make a 3 die ST roll (use their new starting ST) to avoid losing their 1 ST point. If they do, the Physicker may try Physicker Revival again, but the roll is 1 dice harder (the base roll will be 7 dice).

No more than 2 Physickers may work on any 1 figure. The entire process takes 5 minutes. The roll is made at the end of that time, to see if it was successful.

Unconscious figures have a difficult (make that impossible) time drinking potions. So Healing Potions may be made in salve form, by paying twice the normal cost. Thus a single Healing Salve that heals 1 ST point would cost $300.



SULLIVAN/-

# FINE ARMOR MANUFACTURING
## By Andrew Elovich

Only a master armorer may construct finely made armor. Like fine plate, fine armor is specially tailored to its wearers body. If anyone other than its normal wearer puts on a suit of fine plate the fit will not be perfect. It is then considered to work like normal armor.

A master armorer's shop will pay $100 for a suit of fine

chainmail and $1000 for a suit of fine half-plate. They will pay nothing for other forms of armor.

To find the time between order and delivery of your suit of fine armor divide its cost by $200. Payment must be in advance. Remember to go to the master armorer's shop for a weekly fitting.

Fine Armor Table

| Type | Hits Stopped | DX- | Cost | Wt(kg) | MA |
|------|------|------|------|------|------|
| Fine Cloth | 2 | -1 | $500 | 7 | 10 |
| Fine Leather | 3 | -1 | $1000 | 8 | 8 |
| Fine Chainmail | 4 | -2 | $2000 | 15 | 6 |
| Fine Half-plate | 5 | -4 | $3000 | 20 | 6 |
| Fine Plate | 6 | -4 | $5000 | 25 | 6 |

# contest...

### 1ST PLACE ENCOUNTER

### A TRIAL BY ONE'S PEERS

The incense hung in thick coils throughout the dimly lit room. B'kar Djahn approached from a darkened corridor in a slow measured pace. He stopped in front of the quest and began his statement.

"The Elders have reviewed your boon. There is just cause for your asking. The only question is 'Is your heart true?'.

"To speak to your companion-of-late my soul must travel through the depths of the Krevasse of Kor to the very gates of Hell itself, there to pass through and then return again."

"You ask me to risk my life. I must ask you to do the same."

Eleril viewed his companions. Tamur was already injured, and Basil had not regained his full strength from the last set of spells cast. San, of course, was dead.

"My heart is true," he said, stepping forward.

Another mage emerge with two boud warriors. "Criminals," he states, "condemned to death unless they best you in combat."

"You may receive armor. "The mage pointed to a corner of the room--cloth, leather, small and large and tower shields, and chainmail lay piled there.

Eleril chose leather and a small shield. The slower opponent is dressed in leather; the other given a small shield. All were brought to the room's center. Leather thongs bound the slower opponent to Eleril ankle-to-ankle. The latter's shield-wrist was bound to Eleril's shield-wrist. The prisoners were both handed knives. A mage brought Eleril a choice, a finely polished club, or a well-crafted dagger. "Choose carefully; the club does more damage, but the knife may give you freedom to maneuver." The elf grasped the cudgel, testing its balance.

"Begin at the sound of the gong," intoned B'kar. Setup:

| QUEST MEMBER | OPPONENT 1 | OPPONENT 2 |
|---|---|---|
| ST | ST-2 | ST-2 |
| DX | DX+1 | DX-1 |
| IQ | IQ= | IQ= |
| MA | MA= | MA= |

Armor: For a 32 point man, 3 points or less.

Armor: Knife OR club. No secondary weapons.

Bindings: wrist-to-wrist bindings to opponent #1, by shield-wrists (if present).

AND ankle-to-ankle to opponent #2 (by foot opposite bound wrist)

Armor: same shield as Quest Member chooses.

Arms: always knife No Secondary arms.

Bindings: Wrist-to-wrist to Quest member, by shield wrists (if present)

Armor: same body armor as Quest Member Chooses.

Arms: always Knife No secondary arms.

Bindings: ankle-to ankle to Quest Member

If Quest Member is a 33-34 point man, 4 points or less of armor may be worn.

If Quest Member is a 35-36 point man, 5 points or less of armor may be worn.

If Quest Member is a 37-38 point man, 6 points or less of armor may be worn. Etc.

This is a small encounter that can be used by a Game Master as a trial-by-combat or some special testing situation that risks a quest member's life in return for some greater reward (information, a wish, etc.) A metahex (megahex and its surrounding megahexes) is plenty of space.

Start the player's figure in the board's center. Flank him with two other figures--these figures should be on opposite sides so that both can never be in the adventurer's front hexes at the same time.

Combat lasts until 1) the adventurer is killed, 2) both opponents are killed, or 3) 20 combat turns elapse, whichever comes first.

Combat is as follows:

All contestants must first choose facings.

Opponent 1 usually starts the contest due to his high DX. On a die roll of 1-4 strikes with his dagger alone. On a roll of 5 he will instead pull on his bound shield arm, this pulls the quest member's shield arm away from his body, thus eliminating it as a source of protection against further attacks for that turn (the same happens to the opponent's shield also). On a die roll of 6, he will both pull the shield arm (as in a roll of 5) and will slash with his dagger at -4 DX that turn! Remember, the quest member is not protected by his shield.

Opponent #2 usually trails in the combat due to his DX. On a roll of 1-4 he strikes with his dagger alone. On a roll of 5 he will instead pull on his bound leg with all his strength, toppling the quest member unles he rolls his ST or less on 3 die. If successful, continue with the fight; otherwise, the figure falls and will use up a movement and action turn in rising. On a roll of 6, the opponent will both pull the bound leg and will slash with his dagger at -4 DX for that turn! (This knife attack follows the results of the leg pull.)

Quest Member usually follows opponent #1. You may, depending upon your facing, strike at either opponent #1 or #2 with ready weapon at regular DX.

Or, you may jerk on your bound foot (at regular DX) causing your opponent to roll 3 die vs ST to keep from falling.

Or, you may jerk your shield arm (moving both your opponent's and your shields) and strike with your dagger or jerk your bound leg (causing opponent to roll 3 die vs ST) AND strike with your dagger; both attacks proceed at - 4 DX.

Note: you need not strike at the same opponent whose binding you pulled; he must be in your front hexes to knife or strike him however. You can pull on a binding no matter what hex that opponent occupies.

Extra Rules:

No one in this group of bound characters can use the defend option until he is freed of all bindings. The opponents never strike at a binding; you may, if you have an edged weapon. You roll at -4 DX and if you strike doing any damage that binding is destroyed (-8 DX if you choose to jerk the other that same turn). If you strike at the ankle thong, all opponents get +4 DX.

You may attempt to initiate HTH using standard rules (because everyone is bound together, just roll for HTH without worrying about whose MA is higher.) Your oponents will never initiate HTH, but will join into an HTH battle.

If your weapon breaks, tough, continue with your bare hands.

If you kill the opponent bound to your shield arm and have not cut loose from that binding, you may not use that shield for defense in the rest of the combat (the opponent's dead body has dragged it out of place).

Wizards will be armed with silver daggers and may cast spells during the combat as long as they respect DX adjustments due to combat.

When only one opponent remains, he will only choose an option that can do physical

damage for that turn. Consider any roll of "5" on the die to be a "6" instead.

None of the action in this conflict is simultaneous. All turns and attacks are resolved separately.

If you find this conflict too tame, try switching the places of the characters (i.e., two quest members bound to one larger, stronger, better-armed opponent).

Paul Wagner

## 1ST PLACE SPELL

NUMB SPELL: IQ 14 (T): Used in the offensive role this spell must be cast on the limb of a victim, use the aimed shot DX adjustments.

If successful the victim will be unable to use the affected limb or sense any feelings arising from it for one hour. Consult the Aimed Shot rules for effects of this. Can also be used as a "local anaesthetic" on any area of the body for the removal of arrow heads and such like or to deaden the pain of a mangled limb.

Has no affect on beings with basic ST of 30 or more, though FM's may allow use as anaesthetic on them for higher ST cost. ST cost 7. May also be cast on wings, tails and the like but not body or head save in the anaesthetic role. Although mages are unable to affect the brain with this spell many feel that this has none the less still happened to some people.

Ian Bell

## WHY I LIKE TFT WINNER

I like TFT because it stresses logic and playability without excluding player & gamemaster creativity, and that's what good fantasy gaming is all about!

Joel T. Conner

## 1ST PLACE TALENT

IQ 9 Talent

SLIGHT OF HAND (1). Prerequisites: DX of 13 or better and no gauntlets may be worn whin using this talent. It gives the character the ability to make small, hand-held objects "magically" disappear on a 3-die roll vs. DX (remember, with gauntlets off your armor penalty is only -1 DX). An unbelieving observer gets a 5-die roll vs. IQ to see through the trick (and where the object actually went).

Sleight of Hand is a good talent for an entertainer or showman. It could also help when pocketing small items of loot before anyone sees what you've found. It might even amuse those ten Orcs who've taken you captive and are about to slit your throat.

Paul Manz

## 1ST PLACE CREATURE(S)

LIGHTNING BUGS AND SCRUBBING BUBBLES

Lightning Bugs

Occur in flocks of 25-50. Each is ST 1, DX 18, IQ 1, MA 6 flying. Each will fire a (1) bolt of lightning and try to feast on the electrocooked flesh. Found in tropical rainforests.

Scrubbing Bubbles

Found in dungeons near lavoratories or in some lucky area. These are off-white creatures about the size of a softball but only half a sphere. They do (1) damage to any creature who hasn't bathed recently. The scrubbing bubbles will do their damage as scrubbing, so any wearers of fine plate that has a helmet might merely end up with shiny armor. Orcs and neandrathals hate these things. They occur in 50-65 groups.

Greg Sharp

# TFT: QUESTIONS & ANSWERS

## By Ron Hopkins

Q. Can a Conceal spell be put on someone who is Unnoticeable to make it harder to notice him?
David Doucette

A. No, the object of a Conceal spell must be something small or naturally inconspicuous.

Q. Do lightning bolts go through people like it goes through walls?
David Doucette

A. No.

Q. Can a person be affected by two different Words of Command at once?
David Doucette

A. Yes. If a conflict occurs between two irreconcilable Words of Command (e.g. QUIET and SING), roll randomly each turn to see which one is obeyed.

Q. What is the MA of a Centaur and Gargoyle in armor?
David Doucette

A. For the centaur, use the Barding rules in Advanced Melee. For gargoyles, use this table:

|  | Ground MA | Flying MA |
|---|---|---|
| None, Cloth | 8 | 16 |
| Leather | 6 | 14 |
| Chainmail | 4 | 12 |
| 1/2 Plate, Full Plate | 2 | 8 |
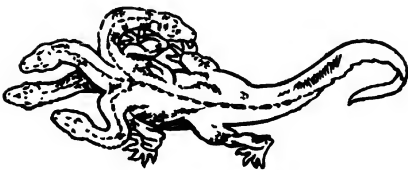
Q. Once a talent is learned, can the prerequisite be forgotten without losing the benefit of the new talent?
J. Leone

A. No.

Q. If a character with UCIV falls prone, do figures trying to hit him still roll 4 dice?
R. Heustess

A. No. A character with UCIV gets this benefit only when he is actively using his talent. If he is prone, sleeping, in chainmail, attacked from ambush, etc., roll the usual number of dice to hit him.

Q. If you have both Cestus talent and Unarmed Combat, could you attack with the cesti and add in your combat bonus for Unarmed Combat?
R. Heustess

A. Sounds like a good idea. The Unarmed Combat damage bonuses could be applied to cesti and nunchuks, at the Fantasy Master's option.

Q. Can a character with very high strength use a pole weapon one-handed?
John Chang

A. Yes.

Q. Does a character with Warrior and Veteran stop a total of 2 or 3 hits?
John Chang

A. 2 hits.

Q. Does a wizard with Thrown weapons talent use the +2 DX adjustment for Thrown spells?
Ivan Singer

A. No.

# TFT: WINTER ON CIDRI

## By Richard Parsons

Winter clothes are designed to go over other clothes and armor. One set of winter clothes can be worn over armor heavier than leather. Two sets of winter clothes can be worn over cloth or leather armor. Three sets can be worn without armor.

If blankets are worn while moving or even standing, then only one hand can be used to hold things like a sword or shield. When several sets of winter clothes and/or blankets are worn at the same time, add their ratings and DX penalties. In addition for every blanket and every set of winter clothes after the first there is a -1 DX penalty.

When sleeping, the ratings of clothes and blankets is divided by 2 since the body produces less heat when sleeping.

For each 10 C that the temperature is colder than the rating of the clothes and blankets a character is using, that character takes 1 hit of exhaustion damage per hour. If cold reduces a character's ST to 2 or less, then that character suffers frostbite and loses 1 point from DX permanently unless treated by a healer within 1 hour.

A character whose ST is reduced to 2 or less by cold can have his ST raised to 3 by a healer. The healer could still cure up to 3 hits of combat damage.

Wool clothes or blankets give the same protection against cold when damp as when they are dry. Damp down clothes or blankets and soaked clothes or blankets of any type offer no protection at all against cold, having a rating of +20 C.

When winter winds howl, sensible people stay by the fire. On the other hand, if in mid-winter the location of an ancient treasure has become widely known, then winter travel may be the only way to get there first. Or perhaps some rich collector wants a polar bear or some even stranger arctic creature? In these and other situations rules for winter are needed.

## WINTER CLOTHING AND BLANKETS

Winter clothing and blankets are rated according to the lowest temperature at which a person wearing it and walking normally will keep warm. Use multiples of 10 C for convenience, or use multiples of 20 F below 30 F and make a few minor adjustments to the rules that follow. See the Equipment List below for details of clothes and blankets commonly available.

Wool winter clothing, being bulky and stiff, offers some protection against combat damage but also reduces a character's DX. Down winter clothing is better, but expensive and hard to find.

## MOVEMENT IN SNOW

Snow up to waist high has the same effects as water, except that one cannot drown and is less likely to fall (roll 1 less dice when rolling for a fall). A character that falls in snow over

his knees must make a 3D/DX roll to stand up.

If the snow is so soft that figures sink over their waist, but not over their heads, then they must make a 3D/ST roll every turn to move even 1 hex. Every 3 turns of movement or attempted movement costs 1 ST in exhaustion.

In deeper snow movement is impossible. A character in snow over his head is stuck and must dig himself out or have help.

For one character to dig out 1 hex of snow 1 meter deep takes 24 turns using hands, shields, ect. If a suitable shovel is available, it takes 12 turns.

Falls on snow do no damage unless the character is wearing snowshoes or skis. If a 3D/DX roll, to avoid a fall is missed with a 17, then the ski or snowshoe comes off. On a hillside a loose ski may slide to the bottom of the hill. If the 3D/DX roll is missed with a 18, then the ski or snowshoe is broken and is unusable. A fall on skis while moving twice ones MA does 1D damage, three times ones MA does 2D, four times ones MA does 3D, etc.

## MOVEMENT ON ICE

Typical smooth ice requires a saving roll of 3D/DX for every hex moved. Ice can be less slippery, even to the point of having no effect on movement. A character should be able to estimate how slippery ice is by looking at it: 3D/IQ with 1 less for a Woodsman.

When crossing a river or even a lake, there may be places where the ice is too weak to support a character To notice a hex where the ice will not support a character requires a 4D/IQ roll with 1 additional die for every hex between the character and the dangerous hex. Once he is in a hex where the ice is breaking, he has a 5D/DX saving roll to get to another hex before the ice actually breaks.

If the character does break the ice and fall into the water, roll to avoid drowning using 1 additional die due to the shock of the cold water. When ice breaks in one hex, there is an even chance that ice in any adjacent hex will break if a character is on it or if the character who fell in tries to crawl out onto that hex.

## BLIZZARDS

Blizzards can be as mild or as bad as desired. High winds give the effect of greater cold, so add about -10 C to the temperature for high winds. High winds can also require a DX saving roll to keep from being knocked down. If high winds are rated in ST points, then the rules for air elementals can be used, but roll 1 less die since the wind is not trying to knock characters down.

A severe blizzard can have blowing snow so thick that conditions count as darkness for combat and movement. Also movement in a desired direction would require 5D/IQ per turn. Roll for each character separately to see if it is lost and if so roll randomly for direction of travel.

Less severe snowstorms might double the DX penalty for missile weapons with other types of combat and movement unaffected by the limited visibility.

## TALENTS

### Snowshoe (1) IQ 7

A character with snowshoe talent and wearing snowshoes can move over snow of any depth as if walking on solid ground, his combat is uneffected, and he gets a +2DX bonus for height when fighting opponents who have sunk over their knees in the snow.

Characters without this talent can use snowshoes but must roll 3D/DX to avoid falling any turn they move over half MA. A character without this talent who is engaged in combat and moves or even changes facing must also roll 3D/DX to avoid falling.

### Skiing (2) IQ 9

A character with this talent has +4MA over level snow using skis. Uphill he travels at half

MA and down hill at double his MA. Downhill at triple MA is possible with a 3D/DX roll every turn to avoid falling, 4 times MA with a 4D/DX roll, ect. Using 2 ski poles adds +2DX. Combat, except spells, missile, and thrown weapons, is at -2DX.

Note that ski poles are desirable and skiboots are required to use skis.

Characters using skis without this talent are -6DX and cannot move over 1/2 MA, (1/4 uphill), without falling. Moving slower requires a 3D/DX roll every turn to avoid a fall.

## Master Skier (2) IQ 11

On level snow MA is doubled, uphill is at original MA, down hill at triple MA with no DX roll, downhill at 4 times MA with a 3D/DX roll, downhill at 5 times with a 4D/DX roll, etc. This skill includes ski jumping with a 3D/DX roll to avoid a 3D hits fall. Prerequisite: Skiing.

## Woodsman (1) IQ 11

(addition to existing talent)
This talents applies to winter conditions as well.

## SPELLS

## Detect Life (S)IQ 9

(addition to existing spell)
Spell can be cast sraight up or straight down in a single hex at a cost of 1 ST per 4 meters.

## Warm (T) IQ 10

At a cost of 3 ST per 1 hex character, this spell adds 10 C to body heat generated (or -10 C to the combined rating of clothes and blankets being used). It can only be cast on one living being at a time. Lasts 1 hour but can be canceled sooner if desired. (Thus at a cost of 12 ST a person in indoor clothes or even naked would be comfortable walking in -20 C weather for 1 hour.)

## Chill (T) IQ 10

At a cost of 3 ST per 1 hex character, this spell subtracts 10 C from the body heat generated (or adds +10 C to the combined rating of the clothes and blankets being used). It can only be cast on one living being at a time. Lasts 1 hour but can be canceled sooner if desired. (Cast at 30 C ST this would protect against boiling water.)

## EQUIPMENT

| Item | Cost | Weight in kg. | Notes |
|---|---|---|---|
| Skis, a pair | $100 | 3 | Ski boots required to use |
| Ski pole (1) | $6 | 1/2 | 2 are needed |
| Ski boots, a pair | $80 | 3 | Required for skiing |
| Snowshoes (2) | $30 | 3 | No special shoes |
| Light wool blanket | $20 | 1.5 | Rated -10 C, -4DX clothes |
| Heavy wool blanket | $40 | 3 | Rated -30 C, -6DX clothes |
| Down blanket | $400 | 1 | Rated -40 C, -5DX clothes |

Light winter clothes, made of wool, rated -10 C, -2 DX, 1 hit/attack

| | | | |
|---|---|---|---|
| upper class | $200 | 3 | |
| middle class | $50 | 3 | |
| lower class | $15 | 3 | |

Heavy winter clothes, made of wool, rated -40 C, -4 DX, 3 hits/attack

| | | | |
|---|---|---|---|
| upper class | $300 | 5 | |
| middle class | $100 | 5 | |
| lower class | $30 | 5 | |
| Down winter clothes | $400 | 1 | Rated -40 C, -1DX, 1 hit/att. |

# TFT:  AN ALTERNATIVE SYSTEM FOR SUMMONINGS

## By Ron Hopkins

In TFT, wizards are limited in what type of creatures they are allowed to summon. Anything other than a wolf, myrmidon, bear, gargoyle, giant, 4-hex dragon, or 7-hex dragon is forbidden. As a result, players who need a non-standard creature such as a dragonet or dire wolf must create an illusion or image. In a combat situation, such a creation is immediately recognized as being unreal and is disbelieved, since it is not one of the allowable summonings.

To remedy this situation, I devised a restructuring of the current summoning rules. First, I made a list of over forty different TFT creatures, most of which are either highly useful in combat or are valuable as beasts of burden. I then divided the list into eight sections, with all the creatures in a particular class being of roughly equivalent value. The classes are ranked in order of increasing usefulness, with Class I compsed of such things as dragonets and slinkers, and Class VIII containing the 14-hex dragon. I did not include slimes, nuisance creatures, or large poisonous animals like hydras and giant scorpions because they tended to unbalance the game. Players should feel free to add to this list, keeping in mind that creatures of the same class should be about equal in combat ability or usefulness.

I then replaced the present summoning spells with a new set, based on class, rather than individual creatures. Thus, wizards are allowed to choose from a large list of possible creatures when casting a summon spell. As an example: a wizard of IQ 11 who knew the Class III summoning spell could summon anything from classes I, II, or III, at the appropriate cost for that class. A dragonet would cost 1 to cast and 1 to maintain, while a dire solf summoning would require 3 ST to cast and 1 ST to maintain. A wizard who knew the Class VIII summoning spell could summon any creature on the list.

These new summoning rules should add some new options to wizardly combat and make your adventures a little more interesting. I found that a summoned dragonet is the perfect weapon to use against an enemy wizard. The dragonet can fly over opposing ranks, claw and breathe fire, and is very idfficult to hit.

A summoned riding or warhorse will also prove effective. Since a summopned creature is always under the wizard's control, such a steed would never panic in battle.

In non-combat situations, a summoned ox or mule could be useful for hauling a load for a short distance or for moving a heavy object.

As you can see, there are many different situations where these rules will prove invaluable.

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CONTEST NOTE

The TFT contest is becoming our most popular feature. There are a lot of entries, the reason second place winners didn't appear. Some of their material may appear in the Fantasy Masters Guild Newsletter. (Write for info if you don't know what this is.)

Remember that contest entries may be in these catagories:

Encounter, Spell, Talent, Creature, Race, Artifacts(ie. magic items, equipment, weapons etc.), Jobs or even a special non-player character for use by Fantasy Masters. RH

CREATURE CLASSES
FOR
SUMMONINGS

I. dragonet, low render, small snake (ST 6), dog (ST 6), cat, baboon, slinker

II. wolf, myrmidon, termagant, riding horse (ST 24), donkey (ST 18), mule (ST 28), light horse (ST 22), **fanged bounder**, dolphin (ST 20)

III. black bear, dire wolf, jaguar, great ape, phlanx, plunge, constrictor (ST 12), 1-hex dragon, draft horse (ST 33), camel (ST 26)

IV) gargoyle, kodiak bear, lion, tiger, gantua, crocodile (ST 25), 2-hex dragon, wyvern, ox (ST 40), warhorse (ST 36), stone beetle

V. giant, sabretooth tiger, cave bear (ST 40), octopus

VI. 4-hex dragon, roc (ST 50, 7-hex), **wooly rhino**

VII. 7-hex dragon, elephant (ST 60)

VIII. 14-hex dragon

Note: The boldfaced creatures are described in Treasure of the Silver Dragon. All the others are described in In the Labyrinth.

IQ 8: Summon Class I - This spell allows the caster to summon any creature listed under Class I.

IQ 10: Summon Class II - This spell allows the caster to summon any creature listed under Classes I or II.

IQ 11: Summon class III - This spell allows the caster to summon any creature listed under Classes I through III.

IQ 13: summon class IV - This spell allows the caster to summon any creature listed under Classes I through IV.

IQ 14: Summon Class V - This spell allows the caster to summon any creature listed under Classes I through V.

IQ 16: Summon Class VI - This spell allows the caster to summon any creature listed under Classes I through VI.

IQ 18: Summon Class VII - This spell allows the caster to summon any creature listed under Classes I through VII.

IQ 20: Summon Class VIII - This spell allows the caster summon any creature listed under any class.

| CLASS SUMMONED | ST TO CAST | ST TO MAINTAIN |
|---|---|---|
| I | 1 | 1 |
| II | 2 | 1 |
| III | 3 | 1 |
| IV | 4 | 1 |
| V | 5 | 1 |
| VI | 5 | 2 |
| VII | 6 | 3 |
| VIII | 15 | 6 |

Note that the strength costs to use a summoning spell depend solely on the class of the creature summoned and not on which summoning spell is being used. Thus, a wizard using Summon Class II to summon a wolf, and another wizard using Summon Class VII to summon a myrmidon, would both pay the same strength costs (2 to cast, 1 to maintain), since both wizards summoned Class II creatures.

# TFT: IRONFIST

## By Thomas Cornwell

The Iron Fist ability is a powerful weapon for the few who can wield it. A martial artist who has the Iron Fist (IF) can, with an expenditure of strength, make his fist glow bright orange, punch something, and knock it into the middle of next Thursday. With it, he can also: heal wounds, light his way, make his flesh as hard as iron, and sense others with the iron fist.

In order to have an IF you must: be a martial artist with Unarmed Combat Three or higher, and seek a shaman who can and will grant you the power.

When the character with an IF wants to punch something he follows this procedure:

1) He pays a strength cost
2) He makes an IQ roll
3) He throws the punch

For damage do the following: SQUARE the ST and add it to his normal fist damage. That is how many dice damage he does.

For the IQ roll - roll 1 die for each ST put into it minus one. (i.e. if you put 3 ST into it you only roll 2 dice vs. your IQ). Automatic misses don't count but automatic successes do. If you do miss the roll, you are consumed by the power of the IF and die a bright orange death.

The IF lasts for 2 turns on one "charge" and only 1 IQ roll is made before the first punch.

When a character with the IF wants to heal wounds, he does the following: If they are his own wounds he:
  1) expends 1 ST
  2) makes a 4 die IQ roll

If the roll is successful he has healed 1 of his hits. He may heal more of his hits by making the 4 die IQ roll, but paying no ST. If they are the wounds of another character, he does this:
  1) he pays 1 ST
  2) he makes a 5 die roll vs IQ

If the roll was successful he has healed 1 of the person's hits. He may heal more of the persons hits by making the 5 die IQ roll, but not paying any ST.

If the IF character misses any of the IQ rolls, he fails to heal any hits, and can't try again for at least 1 hour.

The IF can glow as bright as a torch, or dimmer if you wish. This costs no ST and can be willed on and off as often as you want.

The IF can also act as armor. For 1 ST it will make your flesh as hard as iron, stopping 6H/A. This is the limit. It will not stop 12H/A if you put 2ST into it. This lasts for 5 minutes (60 turns).

The IF can also sense another IF at a range of 5 km or closer. This is automatic for both IFs (awake or not) and costs no ST.

EXAMPLE: Shong Tau Ching is a martial artist with UC V and an IQ of 16. His ST is 9. He puts 4 ST into his IF. He immediately rolls 3 dice against his IQ. On a 16 or below he gets to throw the punch. If he misses the roll he dies. He will do 17 dice damage with the punch, assuming he doesn't roll a 17 or 18 against his IQ. Next turn he automatically gets to throw a 17 die punch. (He still has to roll to hit.)

The catch to this fabulous power is that you can't just walk into your local magic shop, plunk down a sack of gold, and expect to walk away with an Iron Fist. Instead, you must seek out a shaman powerful enought to grant you this power. (The spell that grants the IF is passed down from generation to generation among the shamans and takes 30 years to perfect, so don't try to invent a spell that accomplishes the same thing.) These shamans are very few and far between and won't sell the power for any price – not even their lives. To get them to give you the power, you must prove yourself worthy. (GMs: This should be a difficult quest of some sort. Rescue a powerful magic item or book from an evil person, slay a terrible monster or foe, or something along these lines would be suitable.) If you survive the quest and are successful, the shaman will (probably) deem you worthy of the IF, and bestow it upon you. There are no physical signs to show that someone is an IF, but detect magic and the like will reveal it. The shaman will probably make you swear to use it only for good (or evil) purposes, depending on the shaman. He may even make you swear to use it only to serve himself. The shaman can revoke the power with but a thought, so don't go attacking him to get out of the bargain. Once he is dead, though, the power is yours for life. Not even Dispell Magic will remove it.

A few final words about the IF power. All of the IF's functions will work simultaneously except healing wounds. That must be done when the IF character is using it for nothing else, except possibly for light.

An IF granted by an evil shaman glows green instead of orange.

GMs: Keep in mind that this power is VERY rare, and shamans who can grant it are even rarer.

Obviously any candidate for the IF should have a high IQ.

# HITLER'S WAR

## DECISIONS, DECISIONS, DECISIONS

### BY Roger Damon

Almost two years have passed since I have played HITLER'S WAR. It's happened before. One thing leads to another and before you realize it, you've forgotten just how good a game is. Maybe other games come along you want to try, or maybe you get married (the best way to lose a gaming buddy is to introduce him to a member of the opposite sex).

But its happened to me a few times. And it happened to me with HITLER'S WAR. I had recieved a fairly decent playtest copy from Keith Gross, so that was no excuse, though I kept telling myself I would get back to the game as soon as it was released. Anyone who has playtesed on a hand drawn map with hand drawn counters knows the difference it makes when the game reaches print. Crisp numbers and a printed map do make a difference.

Well it was released, and, as Nick Schuessler, editor and publisher of that gem of a magazine Journal of World War II Wargaming, suggested, when you get your copy, open it slowly. For in that little box lies one of the best WWII games to appear on the market. And that may be an understatement.

The game has hexes that feel like areas, and armies that can punch holes from the Danube to Moscow in one fell swoop. At the core of the game is its form, as it is a game of form. Things are patterned in chunks. Armies are in chunks of Strength Points, land is in chunks of hexes, and time is in chunks of seasons. Put them all together and you have the form. And the form represents the ebb and flow of total (and I mean total) war. All a nation's capabilities for waging war are represented, ranging from improved infantry training to missile delivered atomic weaponry. But these things do have a price. The price is represented in a basic monetary unit, the Industrial Unit, with the missile delivered atomic bomb being the most expensive and hardest to achieve.

A pleasant surprise to anyone involved with historical gaming today will be the rules. They look big, but they make a lot of sense. Because of this, I have found myself referring back to them very little during play. The reason for this is that the system is simple at heart.

Almost everything revolves around Strength Points and Industrial Units in a tight weave. This tightness has left little room for ambiguity. If you find a problem with some aspect of play, look at the rules closely. Words aren't wasted and a lot of territory is covered. From what I've seen, it's all there.

Now, without memorizing phone-book size rules (and without constantly flipping through those rules) you can command the forces that were at work on a grand strategic level during the years 1939-1945. The total effect is believable, the rules adhere to common sense, and each turn takes around fifteen minutes. An achievement these days.

The game uses a new system. Armies are formed from scratch by the players, to be composed of what the player wishes, within the framework of the time period represented. You can't build atomic bombs in 1940, but you can mechanize entire armies. In the early goings (1939-1942) the Mech Points provide the punch that conquers.

But, to survive throughout the war, one needs guile and planning on a strategic level. Maybe

fray. Face it, against any but the most feeble play on the German side of the board, France will fall.

The British player should not throw all of his eggs there. If France doesn't fall, or if it isn't even attacked, then relax, take it easy, visit the fridge, but do keep an eye on the German Player. He'll possibly be slugging it out with Russia. Watch his Strategic warfare direction and bend over backwards to retain the initiative in the Mediterrainean. Keep Fleet strength intact for invasions of old Albion.

The Soviet player has the opportunity to run rampant (more or less) with subtle strategies in the early goings as Germany and France beat it out. Russia is deceptively difficult to capture. It looks easy, and with luck and skillful play it is easy in the Barbarossa Scenario. The Soviet player is limited in production until attacked or until 1942.

Rest assured, you will be attacked. No German player should let the giant Motherland drift into 1942 unscathed. The Soviet player can pack a lot of wallop once mobilized. On the Defensive side, Major cities should contain most of the available Strength Points while lesser armies screen the advancing Germans.

For the German Player, the initiative is yours; at least in the early years. Fight any strategic play with counterplay. Guard your industry. And, by all means, rebuild devastated Industrial Units. Nothing beats having Industrial Units left over to spend on extravagant technology.

My personal preference is somewhat historical. Hit France first, rebuild as many Mech points as you can and hit France again and again until she falls. Encircle Paris and attack from as many directions as possible.

After

France falls, the decisions must be made. You can head East or you can head South. Don't invade England unless it's too tempting to refuse. A dash through Spain to Gibraltar can shake up a British player. But remember, Russia lurks in your darkest dreams.

I prefer to slug it out with Russia after France falls while constantly hassling the British in any way I can think. Usually, mid to late 1943 is a turning point. If Russia can be knocked out of the war by then, you should have fun beating back the allied attempts to retake the continent. Linger on the Volga for too long, and it can end for you suddenly (for instance, what if the Allies invade Spain?)

This article assumes all rules are in play, as well they should be. The rule book looks a little big, but the game is unbelievably simple. Get into the full blown Campaign Game as quickly as possible, for there the game truly shines. There are so many options and choices to be made that I haven't scratched that surface yet. Do everything and anything you can.

What's great about the game is that it's all there in that little box. Pandora-step aside.

# AN UNOFICIAL WARPWAR VARIANT

## By M.R. Camwell

WARPWAR is by far my favorite tactical spaceship combat game. But there are a few modifications and expansions needed to make it truly tactical. One of the first wargames I ever bought was STARFORCE from SPI. I liked that game's concept of transferring spaceships from a strategic to a 3 dimensional tactical display in order to conduct combat. This gave a better feeling of actual maneuvering and firing on each other, rather than just "throwing" attack numbers or combat odds at each other and rolling dice.

For years I had considered combining what I thought were the best parts of WARPWAR and STARFORCE into a fun, playable tactical space game. During most of that time the ideas stayed in my mind and never reached paper, until now.

I would like to share my own variant of WARPWAR (modified by STARFORCE) so that other players might try this system too. This tactical variant requires the players to make some additional information counters and use another hex map besides the normal WARPWAR map.

THE TACTICAL DISPLAY

The Tactical Display (as shown) represents a star hex from the strategic WARPWAR map.
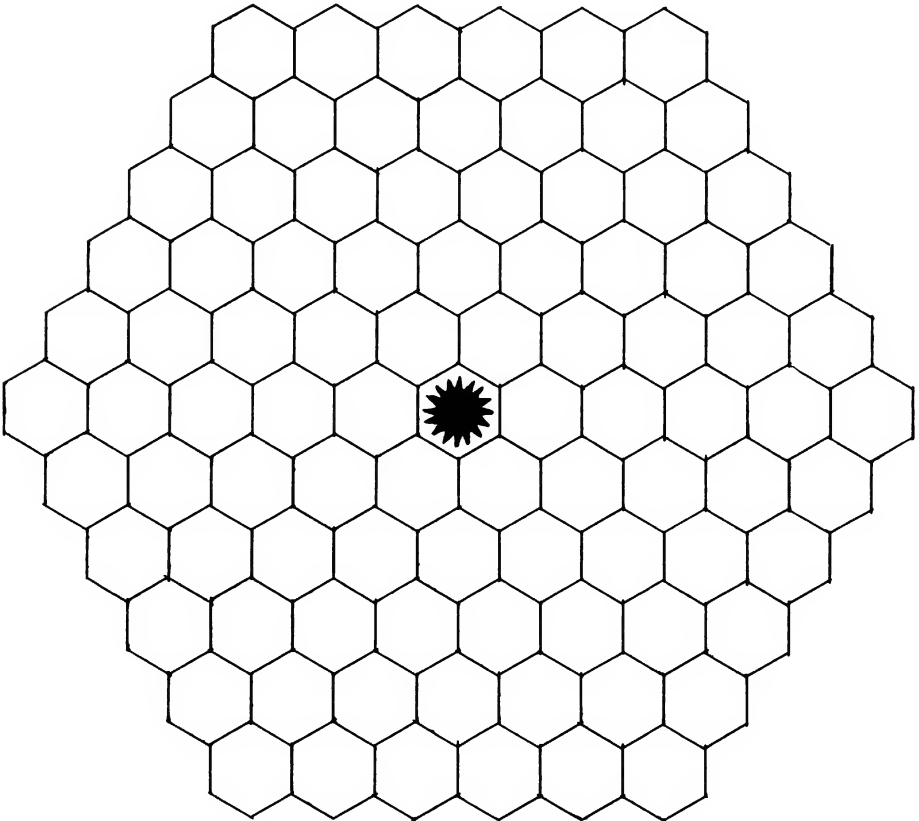
When both players' ships occupy the same star hex, instead of having combat there, they are transferred to the tactical display to maneuver and fire. The tactical display is 3 dimensional and has eleven levels, of which the Display map itself is level 0. The levels are, in descending order, +5, +4, +3, +2, +1, 0, -1, -2, -3, -4, -5. The star itself is situated in the center of the tactical display on level 0.

It will be necessary, for purposes of movement and keeping track of the ships, to make enough informational counters for each of the ships, both warpships and systemships, involved in the combat. One "batch" of counters numbering from +5 to 0 to -5 should be made for every ship.

These counters could either be made from blank counters from other games or cut out from sheets of cardboard stock and numbered from +5 to -5.

These counters are then placed under the ships and are changed whenever the ship moves up or down a level. A player is always permitted to check the level of his opponent's ships.

If the players wish, they can dispense with numbered counters and keep track of the vertical levels their ships are on by secretly writing them down from turn to turn. Please remember that this then makes the movement and placement of the ships semi-hidden because, though the horizontal position of the ships will be known, their vertical position will not be known by the opposing player.

A third method of portraying 3 dimensional space would be to use part of a GODSFIRE map or make a smaller copy of said map. When using a GODSFIRE style map the information counters can still be dispensed with while still knowing the exact positions of all the ships.

It is, of course, up to the players to decide on which type of map they wish to play and whether they want their movement to be semi-hidden or not.

Ships are allowed to move up and down diagonally as well as move vertically and horizontally. When a ship moves vertically or horizontally the number of hexes or levels moved is immediately be known. Moving up and down diagonally presents a slight problem in calculating actual hexes moved. The accompanying table is a quick reference for figuring true distance movement by diagonals.

TRUE DISTANCE TABLE

Horizontal Hexes Moved

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 1 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 2 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 3 | 3 | 3 | 4 | 4 | 5 | 6 | 7 | 8 | 9 | 9 | 10 | 11 |
| 4 | 4 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 5 | 5 | 5 | 5 | 6 | 6 | 7 | 8 | 9 | 9 | 10 | 11 | 12 |
| 6 | 6 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 10 | 11 | 12 | 13 |
| 7 | 7 | 7 | 7 | 8 | 8 | 9 | 9 | 10 | 11 | 11 | 12 | 13 |
| 8 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 11 | 11 | 12 | 13 | 14 |
| 9 | 9 | 9 | 9 | 9 | 10 | 10 | 11 | 11 | 12 | 13 | 13 | 14 |
| 10 | 10 | 10 | 10 | 10 | 11 | 11 | 12 | 12 | 13 | 13 | 14 | 15 |
| 11 | 11 | 11 | 11 | 11 | 12 | 12 | 13 | 13 | 14 | 14 | 15 | 16 |

Vertical Levels Moved

Simply cross reference the apparent number of horizontal hexes moved by the apparent number of vertical levels moved to find the true number of hexes moved in that combat round.

SET UP

Any ships already occupying a star hex on the strategic map when enemy ships warp in for combat, may be placed on any combination of hex and level (except the star hex in the center of the display) that the owning player so chooses.

Those ships which are warping or otherwise moving into a strategic star hex during a turn, must be set up in as compact a group as possible on the outermost hex/levels that would correspond to the direction from which they came. Thus, in warping ships would be placed either at a corner, near a corner, or on a side of the tactical display.

Only one ship (warship or systemship) may occupy a hex/level at only time (unless a systemship has not been dropped from a warship yet).

All ship units must have a level indicator counter under them. So, though ship units may be stacked on top of each other, they must have their own level counter to indicate that they are on different levels.

If a warship is going to use its last PD of movement to drop off a systemship at the end of the strategic movement phase, that systemship must be placed in a hex/level adjacent to the warship when the ships are set up in the tactical display. A systemship that has not been dropped yet is not placed on the tactical display until it is dropped. When a systemship is dropped during a combat round it is placed in a hex/level adjacent to its dropping warship.

MOVEMENT

Both warships and systemships may move on the tactical display. The maximum number of hex/levels a ship may move in one combat round is dictated by the PD allocated to the ship's drive when the "orders" are written at the beginning of that combat round.

For example: if a ship allocated 3 PD to its drives for a combat round, it can move a maximum of 3 hex/levels during that round. If a ship allocates 0 PD to drives, then it can not move at all during that round.

If a ship attempts to enter, pass through, or end movement in the center star hex, it is considered to be burned up and destroyed by the star.

A ship may move in any direction or combination of directions that the player wishes, only being restricted by the combat tactic picked for that round. A warship may leave the tactical display during movement. If this were to happen then it would re-enter the strategic map on a hex adjacent to the star hex. This adjacent hex should correspond to the same side of the tactical display that the warship exited from.

Systemships cannot leave the tactical display on their own power. They may only leave the display by being picked up by a warship before it leaves the display.

COMBAT TACTICS

The players still have to write out their ship's "orders" and the combat tactics of attack, dodge and retreat are still used, but there is a little bit more to them in tactical combat. The combat tactics are now translated to movement in these ways:

Attack Tactic - A ship which chooses the attack tactic must move in as straight a line as possible directly towards its target.

Dodge Tactic - A ship which chooses the dodge tactic may move in any direction the player wants, just so that the ship does not come any closer to any enemy ships.

Retreat Tactic - A ship which chooses the retreat tactic must move directly away from all enemy ships and towards the side of the tactical display that it is nearest to. Some circumstances may

not make it possible for the ship to do both actions in one movement. In such cases it is the player's decision as to which course to take. Whenever possible the ship must perform both functions.

If the ship had allocated enough PD to the drive so as to allow the ship to move completely out of the tactical display, it is moved off the display and placed in an adjacent hex on the strategic map that would correspond to the side of the tactical display from which it exited.

If a warship which chose the retreat tactic left the tactical display during movement, any enemy ship that was going to fire on it aims for the hex/level which the warship last moved through. If the attack was successful against that hex, the retreating warship is returned to the display on that hex/level and must apply any damage taken.

On subsequent rounds the warship may continue to try to retreat. On any round in which a hit is not made, the warship is successful in retreating and then moves back to the strategic map.

COMBAT

The only modifications to combat refer to the use of beams and missiles.

Beams - A beam's strength drops off over long distances. At a range of 4 hexes the beam does damage at full strength. At a range of 5 to 6 hexes the beam's strength is cut in half, rounding fractions up. At a range of 7 to 8 hexes the beam's strength is cut down to 1/4 strength, again rounding fractions up. At any range beyond 8 hexes the beam's strength is 0, it is ineffective. A beam's original strength is as strong as the PD allocated to it at the beginning of the combat round.

When a beam hits a target its damage is calculated from either its full, half or quarter strength, depending on the range between the ships. Combat is then resolved normally.

This rule is designed to encourage more close-in fighting than long distance pot shots.

Missiles - At the time of firing, a missile is given a drive setting. This drive setting number is multiplied by 2 to find the number of hex/levels the missile can travel before it runs out of power and stops.

For example: a missile with a drive setting of 2 can move 8 hex/levels, etc.

If a missile can not travel enough hex/levels in the combat round in which it was fired to reach its target, then the missile is considered to be eliminated from play. If the missile can move far enough to enter the target hex then combat is resolved normally and the missile does damage normally. A missile can not last for more than one combat round.

SEQUENCE OF TACTICAL DISPLAY TURN EVENTS

1. ORDERS: Each player writes "orders" for all of his ships as is done in normal WARPWAR.
2. MOVEMENT: Execute movement from orders. Systemships are dropped or picked up anytime during movement at a cost of 1 PD per action.
3. COMBAT: Execute combat orders. Missiles are launched and beams are fired and the factors mentioned previously in this variant take effect.
4. DAMAGE: Damage is recorded.
5. Either start another combat round or move surviving ships back to the strategic map.

CONCLUSION

All other rules of power allocation and combat resolution are the same as in the WARPWAR rule book. If any questions or problems arise when playing this variant, you may write to me at: Michael T. Friend, 8232 Salt Springs Rd., Manlius, New York 13104.

(Note: INTERPLAY wants more articles on our SF games. AIR-EATERS STRIKE BACK, TRAILBLAZER, HELLTANK and others are welcome.)

# DESIGNER REMARKS:  FURY OF THE NORSEMEN

## By Kevin Hendryx

FURY OF THE NORSEMEN was designed to satisfy the psycopath in all of us. That these latent homocidal urges are present (at least in wargamers) seems relatively obvious when viewing the general popularity of our jolly northern marauders in modern film, fiction, history, and football teams. What better release could be found than a wargame? The Vikings have never been adequately dealt with by the game companies, so this open market, coupled with my own personal enthusiasm for the subject and a prodigious amount of prodding from Howard Thompson of Metagaming (who hopes to sell millions of copies in Minnesota and Oslo alone) eventually gave rise to the game we have now.

The game's title, of course, comes from the well-known and oft uttered medieval days prayer, A furore Normannorum libera nos, domine!--"Deliver us O Lord from the fury of the Norsemen!", in designing the game I wished to recreate the atmosphere ofmurder and pillage that so darkened the 9th through 11th Centuries in Europe. Hence the very "bloody" Combat Results Table, the reasoning behind the random generation of Treasure, and the Fire rules. The victory conditions in most scenarios are meant to reflect the lightning-like nature of the Vikings' attacks, which were unpredictable and rapid rather than ponderous and deliberate. The Viking player is penalized for duly wasting time and rewarded for quick decisive action. He only has a short amount of time to get into the village, capture his objectives, smash any opposition, and return to his ship, before (theoretically) the surrounding countryside could be called to arms, endangering the raiders' mission.

The Villager player, because of the unexpectedness of the Scandinavians' landing, is prevented from moving until the Vikings make their presence known, through fire, combat, or proximity to Villager units. This has been done to simulate the surprise often achieved by the Vikings, and the usual unpreparedness of their selected victims.

The Villager player faces a grim and bitter struggle to win the game, in contrast to the high excitment of the Viking player at the sight of his rampaging units swarming over the town. The Villager combat units are usually poor matches for the ferocious Norsemen; nonetheless, the Villager has a great many of them, at least initially, and should contest every building and street, praying for exchanges and reverses to slow the murderous pace of the Viking onslaught. It is often to the Villager's advantage to counter-attack whenever possible, even at 1-2 and 1-1 odds. Several Exchanges between tough Viking infantry and lowly peasant Militia will sting the Viking Player badly. Likewise, the Villager's Regular Infantry, with their archery capacity, can be used to garrison and shoot from major strongpoints, and his Cavalry units are perhaps the strongest units in the game. Used in conjunction with the Knight, these horsemen, representing the military elite of the town, can be flung in a wide-ranging counter attacks aginst the Viking units, and are especially valuble in the disrupting the Vikings' line of communication back to their ship(s). Occasionally, the Cavalry may even sweep the field of Vikings and threaten the ships themselves.

A key part in the defense of the Church and Monastery, or wherever else they may be stationed, are the Priest units, the Abbot, and the Bishop. The Divine Wrath rule, to us an

obvious display of superstitious foolishness, is nevertheless a reflection of the sincere medieval Christian belief that God himself could be invoked upon to halt the advance of the sacreligious heathens. The monastic chroniclers of the Dark Ages often attributed unexpected deliverances from the Vikings as the handiwork of God and the local saints. The Vikings themselves were superstitious enough to interpret a bad storm, for example, as an evil omen, and this could and did forestall attacks on several occasions, for which the religious community duly took the credit. The Divine Wrath rule, by allowing certain clerical units the chance to "pray for a miracle" is my way of incorporating this Christian fervor into the game, as well as giving those units something constructive to do! I have given this mode of attack some teeth by actually allowing God, as it were, to intervene and destroy the pagan Vikings by lightning or throw them into a fearful panic, according to the whim of the die. Surely this is the first proven instance of the Creator taking an active part in the outcome of a wargame. Since divine intervention was an accepted possibility in the Dark Ages, perhaps we should give the clerics the benefit of the doubt--after all, it might have happened...or maybe it could have...

It was suggested by several playtesters that the Vikings be provided with priest-type units too, who would be permitted to call upon the Divine Wrath of Odin against the Christian Villagers! Entertaining as this idea was, I decided to reject it it lest the game turn into something akin to Thor comic books, where the pitiful weak humans usually don't count for much. Besides, such a thing could set a bad wargame precedent. If the idea catches on, you could see Divine Wrath popping up in all sorts of games for all sorts of purposes. Imagine AH's Stalingrad; the German player could

"pray" to Gott for a 90 degree December (like we have here in Texas), while the Russians invoke Diving Wrath and have Snow in July. Or cause the Earth to stand still for one month to increase the length of the game. Or be Divinely Blessed with unlimited "Defender Eliminateds". It boggles the mind.

Leaders in the game have been handled simply. They are feeble by themselves, but lend a powerful hand to units engaged in combat. As the presence of an army's commanders could make a dramatic difference in medieval warfare, so in the game. (Two Leaders are even capable of summoning Divine Wrath, but that's another paragraph.) The Village Leaders also solved the problem of who the Vikings could capture for ransom, ala Scenario II. Obviously, it's not worth their time to sail three hundred miles to grab Uglaf the Plowman, or Etheldung the Village Idiot.

My apologies are here extended to all feminists who feel morally outraged at the subservient role of Women in FURY OF THE NORSEMEN. If I receive enough nasty letters, I plan to type them up into an alternate Scenario, Fury of the Norsewomen. I had originally planned to include a Nunnery on the game map, until Howard Thompson reminded me that the Vatican might discover what we were doing to the good name of the Church and place Metagaming under the Interdict. Worried that the Pope, too, has access to the Divine Wrath, I hastily substituted a Manor.

As a little bonus to those of you out there in the real world who bought and enjoy FURY OF THE NORSEMEN (all three of you) and to encourage the rest of you sluggards, I am enclosing an additional Scenario to the game below. To quote a famous pharase oft seen in these pages, "Good Gaming!"

Scenario IV -- Rescue Operation
This game postulates an attempt by the Vikings to locate and free a Viking Chieftain

imprisoned somewhere in the village.

Special Rules:

Set-up: The Villager Player, in secret, rolls the die and consults the following table:

| Roll | |
|---|---|
| 1 | Church |
| 2 | Manor |
| 3 | Keep |
| 4 | Monastery |
| 5 | Stables |
| 6 | Granary |

The indicated Building is where the imprisoned Viking Chief is considered to be. The Village Player must note this location on a piece of paper and put it aside, to forestall any attempts at fudging later on. In the case of the Keep or Monastery, he must specify exactly which hex the Chief is held in.

Freeing the Chief: If the Viking Player, at any time in the game, occupies the hex containing the imprisoned Chief and has driven out any Villager combatant units that may be there, the Village Player must announce it to the Viking Player. A Viking Chief unit is then placed in that hex and is immediately under the control of the Viking Player, and may move and engage in combat. However, this Chief does not add an odds-column modifier in combat as do normal Leader units.

Women and Animals: No Women or Animal units are placed on the map, as they do not affect the outcome of this scenario.

Victory Conditions:

To win, the Viking Player must free the imprisoned Chief unit and return it to a ship by Turn 12. If more than half of the Viking force is lost during the game, the victory is reduced to a draw. The Villager Player wins if he retains control of the imprisoned Chief or eliminates it after it has been freed by the Viking Player. The Villager also wins if he destroys both Viking Ships.

Units Available:

| Viking: | Ship | 2 |
|---|---|---|
| | Chief | 1 |
| | Archer | 5 |
| | Berserker | 3 |
| | Infantry | 20 |
| Villager: | Leader | 4 |
| | Priest | 2 |
| | Monk | 3 |
| | Cavalry | 4 |
| | Reg. Infantry | 10 |
| | Militia | 28 |

Also 8 Treasure markers and Church Treasure.

N.B. For those who purchased an early edition of FURY OF THE NORSEMEN and haven't seen the errata previously published in INTERPLAY or DRAGON, the correct set-up for several types of units (garbled or left out during production) is as follows:

3.3 Setting Up The Game should include

Cavalry-Cavalry units are placed within two hexes of the keep.

Militia-Militia units are placed in or within one hex of any building hex.
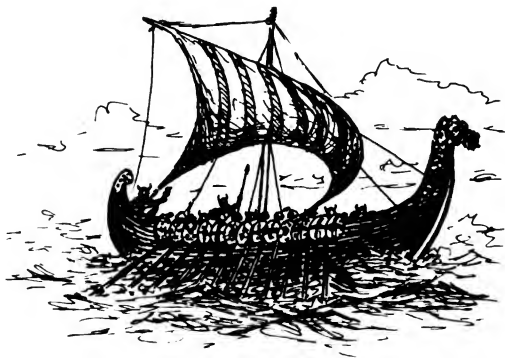
# SCENARIO NOTES:   ROMMEL'S PANZERS

## By Roger Damon and David Hart

The following letter was received by a gamer excited about ROMMEL'S PANZERS.

I'm a wargame freak-especially medievil and WWII strategy games. I received my copy of ROMMEL'S PANZERS through the mail on May 20. Since then, I have taught many of my friends to play. Most of them like it; especially my father, who is also interested in WWII strategy.

I've designed a scenario of my own. It is intermediate level, entitled "Midnight Surprise Attack". It demonstrates the German tactic of attacking three or four hours after "lights out".
Forces:
British: 2(Gr), 3(St), 2(Mat), 4(Trk), 1(6-Pdr)
German: 4(IIIs), 3(III), 5(IV), 8(II)

Terrain: All terrain is used.
Set-Up: British: The British player places his Grants in hexes 2721 and 2720. The Stuarts are placed in hexes 3022, 3122, and 3121. The Matildas go in hexes 2919, and 3019. The trucks are placed in hexes 2717, 2719, 2617, and 2819. The 6 pounder is dug-in at hex 2722.
First Move: The Germans move first. All German units must be on the map by the German player's Second Movement Phase. The British player loses his first Defensive Fire Phase and his First Movement Phase of his first turn due to being surprised. The German player doubles all Movement Factors of his tanks in his First Movement Phase of the first turn only.
Game Length: 7 Game Turns or until a German victory is achieved.
Victory Conditions: To win, the German player must eliminate all of the British units. The British player gains victory by, after 7 Game Turns, having any number of combat units on the map. If the British player has only a truck or trucks, the German player wins.

David Hart
Wyoming, Ohio

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This idea is an interesting one, though there are a few problems with the situation specified. But first, I would like to mention that when the game was published, a major error appeared in the rulebook in the sample unit on page 2. The Movement Factors and Defense Factors were indicated incorrectly. The Defense Factor is the middle number and the Movement Factor is the number farthest to the right. Not that it pertains to the David's scenario, but I would like that point made clear to any ROMMEL'S PANZERS owners who are not already aware of the error.

The main problem I have with the scenario David submitted is that the British seem hopelessly outnumbered (20 German tanks to 9 British tanks with and AT gun that can be overrun on the first turn). And, with no first turn Defensive fire for the British, the PzII's will, with a minimum of luck, wipe out three, and perhaps four, of the British tanks in their first Moving Fire Phase. The remaining British tanks can be surrounded and destroyed piecemeal in the next two turns when the big boys (III's, and IIIs's) close in.

No entry side was given for the German tanks, though I assume they could enter from the North or East map edge. I feel David just forgot to include this.

Actually, night attacks are difficult to deal with, in reality or in a wargame.

Confusion abounds and uncertainty reigns.

To help clear up these problems, I offer the following sugestion.

1. The forces need balance. Technically, an attacking force on a tactical level need be 1 1/2 to 2 times the size of the defending force. This would apply to David's scenario were it a set-piece battle in broad daylight with no special restrictions on movement or fire. But, his situation is unique.
I suggest the following makeup:

British: Use David's forces.
German: 2(IIIs), 3(III), 4(IV), 8(II)

2. Since no entry side was given, I suggest the German forces must enter on or within four hexes of the round hex number 0213.

3. The initial movement of the German forces is too much. Using the above entry hexes, I suggest that the German player receives one free Player Turn, but with no fire allowed and no road bonus. In fact, the roads should not be used in this scenario. After this Initial Player Turn, the game begins normally, with the German player moving first.

As for the British, they may be set up anywhere on the map that is at least four hexes from the map edges. They must be set up in a circular fashion with the trucks in the center and each tank or AT gun adjacent to another friendly unit. This would be a night Laager.

4. The night atmosphere should be enhanced as it is something not covered by the rules. Night fighting means starshells and confusion. To account for starshells, I suggest the following rules:

At the beginning of each Game Turn, the German player may, at his option, illuminate the area with a starshell. If he wishes to do so, he rolls one die. If the roll is 1-5, the area is illuminated. If he rolls a 6, the map is not illuminated for the entire Game Turn.

If the area is not illuminated, units may only fire at adjacent units and may only move at a rate of one-half of their Movement Factor (round fractions down). In their Second Movement Phase, units may only expend one Movement Factor. These restriction apply to units of both sides.

To account for confusion, include the following rules.

A +1 DRM is added to all shots made (except those into adjacent hexes). This DRM is cumulative.

At the beginning of each Game Turn, the British Player makes a Confusion Die Roll. If he rolls a 1, he gains control of one German Tank of his choice for that turn. He may move and fire that German tank during the German Player turn in any manner he wishes except moving it off the map. In the next Game Turn, he may attempt to gain control of a German tank, however, if he succeeds, the German player designates which tank is under the British players control. This alternates from turn to turn. On a roll of 2-6, the British player does not gain control of any German tanks and they amy behave normally.

The British player may only make this die roll once per Game turn starting with Game turn 2.

Starting with the Game Turn following the turn in which the British tanks first move, the German player gets a similar Confusion Die Roll. If no British tanks move, then the German player does not get this roll.

# news...

This rule may seen to be stretching things a bit, but it does generate the possibility of confusion that the tankers might encounter. Actually, in broad daylight, there are accounts of tanks in the desert firing on tanks of their own side. At night, under the eerie illumination of a starshell, this type of confusion would be pronounced.

5. The trucks are also included in the victory conditions. They must also be destroyed. Thus, to win, the German player must eliminate all of the British forces by the end of turn 7. If only trucks remain, the game is a draw. If any tank remains, the British player wins.

6. No unit may leave the map.

David has done what I had hoped players of ROMMEL'S PANZERS and its sister game STALIN'S TANKS would do, which is take the game and, once familiar with it, design their own scenarios. There are many situations that could be played with these games. In designing scenarios, many were left out because of space. As it is, I have no monopoly on ideas.

If any of you have some ideas or comments, we would like to hear from you. I plan to include some of my own rather far fetched scenario ideas in these pages sometime in the future. (No more groans please.) I hope to hear from you soon.

## NAGGER'S CORNER

A big thanks to our readers who are nagging stores to carry INTERPLAY and other Metagaming products. It works. We've had a big increase in stores telling us gamers are asking for us.

So, keep up the good nagging. Stores will listen to you. When we try to tell them to carry our line they tend to ignore it as so much sales puff.

We also have an increase in gamers saying they heard about INTERPLAY through friends. Thank you.

## CONVENTIONS

DUNDRACON VI: February 13-15 Dunfey Hotel, San Mateo, CA; Write to Dundracon VI, 386 Alcatraz Ave., Oakland, CA 94618.

CONQUEST III: May 28-30; SF conv. with TFT tournament, 24 hour game room, Registration $9 'til April 30, then $12. Write Box 32055, Kansas City, MO 64111.

SF CON V: June 18-20; on Syracuse Univ. Campus. Write 337 Harford Rd., Syracuse, NY 13208; 315-454-3020.

MIGS III 1982: The Military & Games Society is having a FREE gaming day, tutorials, painting & flea market. At Kitchener-Waterloo Reg. Police Assoc. Rec. Centre, Kitchener, Ont. Canada. 10AM-10PM. Write: Les Scanlon-Pres MIGS, 473 Upper Wentworth St, Hamilton, Ont., Canada, L9A 4T6

## MISC:

Metagamers who like history will find the following publication of interest. It concentrates on WWII and is just the thing for those who feel that history is being forgotten.
THE JOURNAL OF WWII WARGAMING
1002 Warrington Dr.
Austin, TX 78753
Subscriptions are $1.00 per issue as of our last information. This is a zine that carrys a lot of hard information.

## LOOKING FOR TFT PLAYERS

Charles Brown (FM)
Box 385
Denton, NC 27239
704-869-3514

# letters...

Dear Sirs:

I would like to first tell you I think your magazine is fantastic. The articles have been well written and have helped my TFT adventures immensely (Ron Hopkins, who wrote the Create Gem article, is a genius.)

This is why my check is enclosed for the subscription price $9.00. I missed your Interplay #2 and would like to back order it.

Keep up the excellent articles and keep Howard Thompson to his typewriter.

A feature that would probably go over big would be an Asylum type feature like the General has.

<div align="right">Tim Robinson<br>Sullivan, MO</div>

When INVASION OF THE AIR-EATERS came out I and my friends avoided it based on a bad S&T review. We should have known better.

I saw AIR-EATERS STRIKE BACK at Origins. The map and all really looked neat but it took a month to convince myself to buy the sequel of a 'bad' game. I shouldn't have worried. We've played our copy almost out. Now I'm saving for an INTERPLAY subscription so I can get the INVASION game as the freebie.

PLEASE get some AIR-EATERS articles. There was also a rumor that there was a third game in this series.

(The third game is already done for later release. ed)

<div align="right">Bob Johnson<br>Los Angeles,CA</div>

Let me start off by saying INTERPLAY is a magnificent idea and should go far. When I first saw my copy on my desk I never imagined the great thrill I would be getting. INTERPLAY is bound to

TFT as the DRAGON is to D&D. Of course, TFT is finally going to become the superior FRG that it sould be, tough luck TSR.

My first comment is on the letter by Scott Cramer conserning SECURITY STATION. The editor's comment on how Scott gained 'immense wealth' and 'great secrets' was true enough. But, I found that my three characters did get extremely rich when they finally managed to get out. Some of the artifacts in the game had me rolling on the floor. A package of Camel Cigarettes and the 'red candles', great.

<div align="right">Paul Sacker<br>Rockaway Bch,NY</div>

As one of your long time semi-fans I appreciate having a zine straight from Metagaming. I was more than mildly hacked when you sold your last one.

But, INTERPLAY fits my needs, so long as you hold to your promise not to make it slick.

Your games seem to be getting better to. Stuff like HOLY WAR, ONE WORLD and HOT SPOT almost turned me off Micros. But, those days seem gone when we get RAMSPEED, TRAILBALZER, and HELLTANK level stuff. They are for sure better than most of the copy cat Micros.

I may even forgive you all the way if you'll get out more TFT campaign aids.

<div align="right">Jeff Green<br>Atlanta,GA</div>

RAMSPEED is a great game – easy to learn and play, fun, exciting, and unreasonably cheap. But not quite perfect:

Quibble the first: Counters crossing the board from right to left (or is it left to right: we landlubbers have trouble telling bow from stern) have their ship diagrams upside down. Why not use a "top view" drawing, as in most other naval war games?

Quibble the second: The tables are not well arranged for play. After one game, including several die rolls and much page flipping, I typed the enclosed tables. Information used together is placed together, and some information is duplicated. I have found these charts a great aid to faster play.

Quibble the third: The build point values for hulls seem slightly skewed for small games. In my experience, two penteconters always take a bireme, while a quinquireme easily defeats two triremes.

Quibble the last: I can find nothing in the rules against this useful but dubious maneuver: Penteconter D, having just completed a successful shear and disabled the bireme for one movement phase, turns twice left and declares his intention to ram! He has used two movement factors, as required. Is this the intent of the rules? One simple solution springs to mind (easily making the 3-die roll against DX): Require that the last move before a ram attempt be a forward or sideslip.

THE FANTASY TRIP is too good a base not to be extended. I would particularly like to see more on group combat. LORDS OF UNDEREARTH is a start, but what about missile combat, large weapons, and surface terrain effects? And I think the enclosed article gives attrition rules more useful for TFT.

## DESIGN TABLES

| TYPE | COST | HULL | OAR | CAPICITY | M.A. | COURSE CHANGE COST |
|------|------|------|-----|----------|------|--------------------|
| Penteconter | 14 | 10 | 2/2 | 2 | 4 | 1 |
| Bireme | 32 | 20 | 6/6 | 3 | 4 | 2 |
| Tireme | 48 | 30 | 6/6/6 | 5 | 3 | 2 |
| Quinquireme | 90 | 50 | 16/8/16 | 9 | 3 | 3 |

| WEAPON | COST | WEIGHT | RANGE | DAMAGE |
|--------|------|--------|-------|--------|
| Archers | 1 | 1/2 | 1-3 | 1 |
| Arbalest | 2 | 1 | 1-4 | 2 |
| Catapult | 3 | 1 | 2-5 | 3 |
| Onager | 5 | 2 | 3-6 | 5 |
| Boardins party | 1 | 1/2 | – | – |

## COMBAT TABLES

| ATTACKER (Range) | | TARGET TYPE | | | DAMAGE |
| --- | --- | --- | --- | --- | --- |
| | Pent. | bir. | Tri. | Quin. | |
| RAM/SHEAR | | | | | |
| Penteconter | 3 | 4 | 5 | 5 | 1d |
| Bireme | 2 | 3 | 4 | 5 | 1d+1 |
| Trireme | 2 | 3 | 4 | 5 | 2d |
| Quinquireme | 1 | 2 | 3 | 4 | 3d |
| | | | | | |
| Archer Unit (1-3) | 3 | 4 | 5 | 6 | 1 |
| Arbalest (1-4) | 2 | 3 | 4 | 5 | 2 |
| Catapult (2-5) | 1 | 2 | 3 | 5 | 3 |
| Onager (3-6) | 1 | 2 | 3 | 4 | 5 |

NOTES
RAM MODIFIERS:
Target grappled: -3
Target driftins: -2
Stern attack:    -1
Flank attack:    -2

SHEAR MODIFIERS:
Other direstion: -1
Target grappled: -3
MISSILE MODIFIERS:
Target driftins: -1
Target grappled: -2

| Roll | Location | | Roll | Location (1) |
| --- | --- | --- | --- | --- |
| 1-3 | Hull | | 1 | Archers |
| 4 | Oar Banks | | 2 | Arbalest |
| 5 | Boarding Party | | 3-4 | Catapult |
| 6 | Missile Weapons | | 5-6 | Onager |

Reroll if the target has no such
type. Isnor hull demase form
archers and arbalests.

## GRAPPLING/UNGRAPPLING

| MOVING GALLERY | Pen. | Bir. | Tri. | Qui. |
| --- | --- | --- | --- | --- |
| Penteconter | 3 | 2 | 1 | 1 |
| Bireme | 4 | 3 | 2 | 1 |
| Trireme | 5 | 4 | 3 | 2 |
| Quinquireme | 5 | 5 | 4 | 3 |

## BOARDING COMBAT

Roll one die.
If the result < (# of attacking boarding parties + 2) kill 1 defender.
If the result < (# of attackers - 3) kill 2 defenders.
If the result < (# of attackers - 8) and < 3 kill 3 defenders.

Also, more on naval combat! I bought RAMSPEED for this, and the ship combat rules are good. But the ship creation rules are not well suited for TFT, and the melee and missile combat is not directly compatible.

INTERPLAY: More of the same! I think you have some excellent foundations with great potential--it will .be fun to watch the developments.

Stephen Hutcheson
Glendale, AZ

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